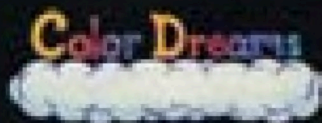


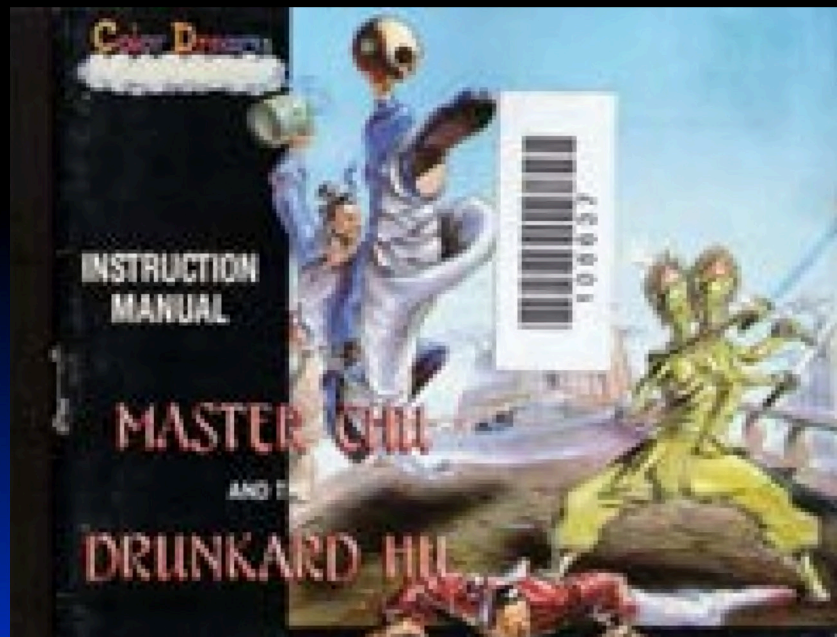
# Nintendo ENTERTAINMENT SYSTEM



COLOR DREAMS, INC.  
CUSTOMER SERVICE DEPARTMENT  
2700 E. IMPERIAL HWY., BLDG. B  
BREA, CA 92621



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## MASTER CHU AND THE DRUNKARD HU CONTROL SUMMARY

### Controls

Left and Right Arrows:	Move Master Chu in the indicated directions.
Up Arrow:	Push Up Arrow to jump.
Button A:	Push Button A to fire.
Button B:	Raises the bar or the lock to block shots from enemies.
Start Button:	Starts the game. Also freezes the game.
Select Button:	Selects options on the screen.

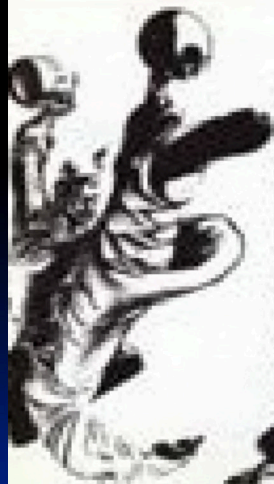
### Special Objects

Symbol of Harmony:	Collect 8 symbols to complete each world.
Flaming Key of Freedom:	After defeating the boss between worlds, collect the key to enter the next world.
Scroll of Knowledge:	Allows double or triple shooting capabilities.
Pearl of Power:	Replenishes the force by 2 rounds.
Living Green:	Replenishes the force completely.
Amulet of Invulnerability:	Makes Master Chu invulnerable for several seconds.
The Sacred Box:	Shows you an extra life.

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## MASTER CHU AND THE DRUNKARD HU A Introduction

Return to a mythical time in the Far East, when the legendary Shansha-Twin Shiva, God of destruction, cursed your village with fearsome evil spirits. Despaired by repeated failures to drive out Shiva's evil demons, your best friends, Master Hu, has turned into a drunkard. You, Master Chu must search through hostile places and temples to find and destroy the four worst incarnation of Shiva. If you could like, just ask your teammate, the Drunkard Hu to help out. Playing together can be a lot of fun!

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## PRECAUTIONS

- 1) Store at room temperature. Do not subject to environmental extremes.
- 2) Always ensure that power is off before inserting or removing the cartridge from the Nintendo® system.
- 3) Keep contacts clean (do not touch them, and store the cartridge in its box when not in use).
- 4) Do not try to open or disassemble the cartridge.
- 5) Do not sit too close to your television.
- 6) Do not clean the cartridge with chemical agents.

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## B. GAME CONTROL

**Left and Right Arrows:** Move Master Chy in the indicated directions.

**Up Arrow:** Push Up Arrow to jump.

**Button A:** Push Button A to fire a shot.

**Button B:** Pulls the Face or the Kinky to block shots from enemies.

**Select Button:** Selects either one or two player mode. Also allows the player to continue a new game from the current world. You are only allowed to continue 3 times. If you game beyond the 8th world, selecting continue will always put you back to the 8th world.

**Start Button:** Starts the game. The Start Button is also used to freeze the game during play.





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## III. GAME MECHANICS

There are a total of 10 worlds and you are allowed 3 lives per player per game. In the first 7 worlds you must find and collect the 8 Symbols of Harmony. When the symbol counter reaches 8, you will be lifted and transported to deal with the boss in that world. You must defeat the boss and find the key which will open the door to the next world. World 8 and 9 permit you to challenge the bosses directly. World 10 is where you will encounter the Supreme Twin Dragon Deities.

Master Ozu and his partner (an optional second player), the Drunkard Ho, each starts with 12 units of life force. Every time the Master is hit or comes in contact with an enemy, the life force is reduced by 2 units. If the life force is fully depleted and the Master is hit again, you loose a life.

## IV. DOUBLE PLAYERS

This game features simultaneous play for two players. If you are playing a double players game and one player looses all three lives, he must wait for the other player to finish. Upon the end of a double players game, both players will be given the option to continue. When the players are too far apart from each other, the screen will stop scrolling until one player moves away from the edge of the screen. This way both players will always remain on the screen.

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SYMBOL OF HARMONY

Try to find these items by shooting into dark holes or directly at objects.

**Symbol of Harmony** - When you have collected a total of 8 symbols, you will then earn your right to challenge the holes. The symbol counter is at the bottom of the screen.



SCROLL OF KNOWLEDGE

**Scroll of Knowledge** - Allows double or triple shooting capabilities.



AMULET OF INVULNERABILITY

**Amulet of Invulnerability** - Makes you invincible for several seconds.

# Nintendo ENTERTAINMENT SYSTEM

## V. SPECIAL ITEMS (Continued)



PEARL OF POWER



LIVING GANSENG



THE SACRED BOX



FLAMING KEY OF FREEDOM

**Pearl of Power** - Represents your life force by 2 units.

**Living Ganseng** - This fast runner belongs to a rare and valuable species which can fully replenish your fading life force. Catch them before they get away.

**The Sacred Box** - Collecting this treasure will get you an extra life. See which player can get to it first.

**Flaming Key of Freedom** - Unlocks the secret passage to the next world.

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## VS. ENEMIES



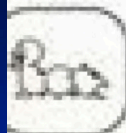
GREEN SERPENT

**Green Serpent** - One bite from this venomous snake will decrease your life force by 2 notches.



TARANTULA

**Tarantula** - Hanging from the ceiling, these ruthless predators often catch you by surprise.



KILLER BEE

**Killer Bee Wasp** - A whole procession of these insects can drain your power quickly. Shoot them before they hit their poisonous glands on you.

# Nintendo ENTERTAINMENT SYSTEM

## VS. ENDLESS (Continued)



DRAGON

Dragon - Find its weakness and you can disable its breathing power.



JAWS OF STEEL

Jaws of Steel - Anticipation is the only way to avoid this fast moving strategy.



DEVIL'S HALO

Devil's Halo - Be on your toes, for their rigging motion can easily catch you off guard!

# Nintendo ENTERTAINMENT SYSTEM

## VI. ENEMIES (Continued)



VAMPIRE BAT



FIRE DRAGON



BEARDED MAN



DIABOLICAL DUCK



SNAKE



FLOWER OF DESTRUCTION



ARROW



GREAT BALL OF FIRE



FLYING SPINNOR

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## VS. BOSS'S

Here are the toughest enemies that you will encounter in this adventure.



STUMP STOMPER



BANDIT



HUNCHED ASSASSIN



NINJA



EVIL ELF

TO



HUNCHED STONE HEAD

# Nintendo ENTERTAINMENT SYSTEM

## COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. If the equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- 1. Reorient the receiving antenna.
- 2. Relocate the NINTENDO system to the receiver.
- 3. Move the NINTENDO from the receiver.
- 4. Plug the NINTENDO in different outlet so that NINTENDO receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions.

The user may find the following booklet prepared by the Federal Communications Commission helpful: FCC (F) 69251P1 and FCC(6) 69251P2. For information regarding FCC Rules, this booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 304-000-000-6.

Notes: NINTENDO, the abbreviation for Nintendo Entertainment System®



# Nintendo ENTERTAINMENT SYSTEM

## LIMITED WARRANTY

Coleco Design, Inc. (MANUFACTURER) warrants to the original purchaser that this Coleco Design Game Cartridge (CARTRIDGE) shall be free from defects in materials and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs within the warranty period, Coleco Design will, at our option, repair or replace the defective CARTRIDGE free of charge (except for the cost of returning the CARTRIDGE).

### TO RECEIVE THIS WARRANTY SERVICE:

1. Simply pack your CARTRIDGE together with the original retail proof of purchase (Sales Slip) and send the item.
2. Include a note stating the nature of the problem reported.
3. Return your package freight prepaid, at your own risk of shipping damage, within the 90-day warranty period to: COLECO DESIGN, INC., CUSTOMER SERVICE DEPARTMENT 2700 E. WASHINGTON, SUITE 10, SPCA, IL, 60131.

This warranty shall not apply if the CARTRIDGE

has been damaged by negligence, accident, modification, tampering, unreasonable use, or by other causes unrelated to defective materials or workmanship.

### LIMITATIONS

IF APPLICABLE, ALL IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO 90 DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. It is agreed that Coleco Design be held liable for incidental and consequential damages for the breach of any express or implied warranties. The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusions of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may have other rights which vary from state to state.

# Nintendo ENTERTAINMENT SYSTEM

## MASTEIN-CHI AND THE SHURKAARD HU EVALUATION SHEET

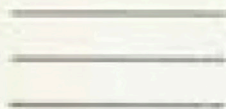
NAME: \_\_\_\_\_ AGE: \_\_\_\_\_ SEX: \_\_\_\_\_

ADDRESS: \_\_\_\_\_

DATE: \_\_\_\_\_ PHONE # (Home): \_\_\_\_\_

QUESTIONS	RIGHT	WRONG	MISSING	SCORE	REMARKS
1. Game's overall entertainment value	1	0	0	4	0
2. Controlled with Game Boy's play controls	1	0	0	4	0
3. Controlled with all standard controls	1	0	0	4	0
4. Game's graphics, sound, effects, animation	1	0	0	4	0
5. Game's story, action, suspense	1	0	0	4	0
6. Game's control, responsiveness, accuracy	1	0	0	4	0
7. Game's level, or: Too easy ... 0 Too difficult ... 1	1	0	0	4	0
8. Game's overall score (1-100) ... 0 Too easy ... 1 Too hard ... 2	1	0	0	4	0

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Source: Nintendo.com